

Abstract of the Disclosure

A computer implemented method animates a 3D physical object by first acquiring a 3D graphics model of the object. The model is edited with graphics authoring tools to reflect a desired appearance of the object. The edited model is rendered as an image considering a user location and a location of a virtual light. Then, intensity values of the image are corrected according to an orientation of a surface of the object and a radiance at the surface. The 3D physical object can finally be illuminated with the corrected image to give the 3D physical object the desired appearance under the virtual light when viewed from the user location.